

CONSUMER INFORMATION

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CLASSIFIED PRODUCT

TIGER
GAMES

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Colors and parts may vary from those pictured.
MADE IN CHINA



PROOF OF PURCHASE
SHOOTER BOTSTM

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4188900001WHB-01

**SHOOTER
BOTS**

THE GAME

BATTLE GUIDE INSTRUCTIONS



*Get a Tiger!
Get the Roar!*

Ages 8+
Item No. 41889



TIGER
GAMES



CAUTION:

Hair entanglement may result if child's hair comes in contact with moving parts of toy. Adult supervision is required.

SHOOT OR BE SHOT BY THE ENEMY BOT!

It's no picnic out there when you've got an alien Bot on your tail! You've got to stop the vicious little bugged before it stops you! And it ain't gonna be easy! That's because this weasel Bot can sense where you are and will hunt you down relentlessly. So you've got to outsmart it – and shoot it 4 times. But the battle isn't over that easily pal. Each time you destroy it, the Bot rebuilds itself into a stronger and more cunning creepoid. So, good luck. You're gonna need it. Now – read the Battle Guide Instructions below, and then get to it!

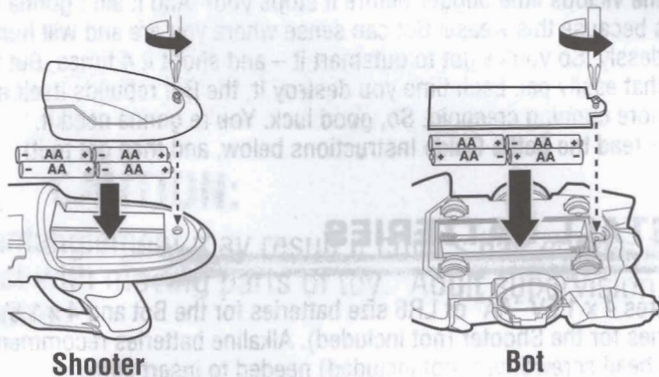
INSTALL BATTERIES

Requires 4 x 1.5V “AA” or LR6 size batteries for the Bot and 4 x 1.5V “AA” batteries for the Shooter (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Approximate alkaline battery life is 1 hour for the Bot. Rechargeable batteries are recommended to minimize battery replacement.

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (as shown below) and open the door.



2. Insert 4 new 1.5V "AA" or LR6 size batteries, making sure to align "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

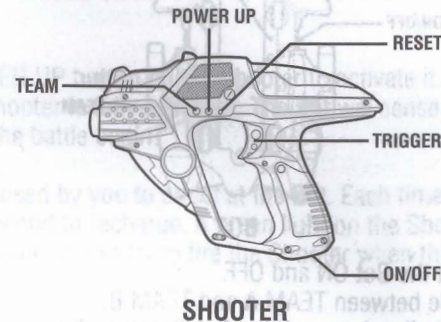


CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.

2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

SHOOTER AND BOT FEATURES



SHOOTER

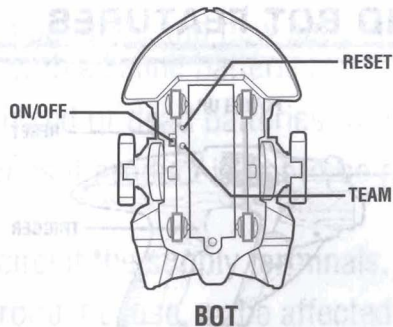
ON/OFF – Slide to turn the Shooter ON and OFF.

TEAM – Press to toggle between TEAM A and TEAM B.

POWER UP – Press to power up the Shooter at the beginning of each life.

TRIGGER – Pull to shoot at the Bot.

RESET – Press with a ball-point pen if the Shooter “locks up.”



ON/OFF – Slide to turn the Bot ON and OFF.

TEAM – Press to toggle between TEAM A and TEAM B.

RESET – Press with a ball-point pen if the Bot “locks up.”

HOW TO BATTLE – YOU AGAINST THE BOT

OBJECT: Shoot and defeat the Bot in three rounds of play - before the Bot shoots and defeats you.

1. Slide the ON/OFF switch on the Bot to ON. The Bot will identify itself as

TEAM B. Place the Bot on the floor and stand about four feet behind it.

2. Slide the ON/OFF switch on the Shooter to ON. The Shooter **will identify itself as TEAM A.**

3. Press the POWER UP button on the Shooter to activate it. A green LED will light up when the Shooter is fully activated. The Bot will sense when the Shooter is activated! Let the battle begin!

THE SHOOTER is used by you to shoot at the Bot. Each time the Shooter is fired, it takes about 1 second to recharge. A green light on the Shooter comes on when it is ready to fire again. If you try to fire the Shooter when the green light is off, it will not work.

When the Bot shoots and hits you, your Shooter will vibrate and register a hit on the red LEDs. If the Bot hits you 4 times, all the red LEDs will flash and you lose a life. You have 3 lives to try to defeat the Bot. You must press the POWER UP button on your Shooter to start a new life.

THE BOT: The Bot has an artificial intelligence and infrared tracking system that searches for your Shooter. The Bot continuously moves and turns until it senses your Shooter. Then, the Bot's eyes glow and it moves towards you in an attempt to shoot you.

Shooting at the front of the Bot: The front of the Bot is your primary target – but there is risk involved! When you approach the Bot head-on, it will see you and shoot. However, there is a brief time immediately after the Bot's eyes light up when it is unable to shoot you. (It is “powering up.”) Use that time to your advantage – and shoot it first!

Shooting at the back of the Bot: The Bot may also be shot from behind. However, it is difficult to do this because the Bot is always moving and turning to find you. If you briefly hide, when the Bot turns its back to look for you, you may quickly shoot it and run before it finds you. (The Bot cannot return fire from behind.)

Important: To defeat the Bot in each round, your final shot must be at its front.

Don't wait too long to shoot! If you hide for too long (30 seconds), and the Bot doesn't “see” your Shooter, it will declare itself the winner for the round.

How the Bot behaves: The Bot gives off various “signals” during battle:

- When the Bot sees your Shooter, its eyes light up.
- When the Bot shoots at you, its gun lights up with an orange flash.
- When you shoot and miss the Bot, you hear a ricochet sound.
- When you shoot and hit the Bot, it moves quickly back and forth as if it is stunned.
- While your Shooter is recharging (after firing), the Bot cannot find you.

- When the Bot is defeated in each round, it retreats and does a death spiral. (The Mega Bot expresses itself even more intensely when defeated!)

How to defeat the Bot: You must hit the Bot four times to defeat it in a round.

How the Bot grows stronger: Each time the Bot is defeated, it rebuilds itself into a stronger and fiercer Bot for the next round!

Round 1 – You are fighting the ALPHA BOT. It is not particularly strong.

Round 2 – You are now fighting the BETA BOT. It is quite strong and clever.

Round 3 – You are now fighting the MEGA BOT. It is much harder to hit. And it is relentless in its pursuit of you!

You against two Bots: If you have two Bots – and a “death wish” – you can fight them both at once! Set the TEAM button on your Shooter to TEAM A. Set both Bots to TEAM B.

HOW TO BATTLE – TEAM PLAY

If you and your friends have two Bots or two Shooters, setup for Team Play by doing the following:

Two Shooters against one Bot: The Bot will identify itself as "TEAM B." Both Shooters will identify themselves as "TEAM A." The Bot fires at two Shooters. It must defeat both Shooters to win.

Two Shooters against two Bots (Human players are a team): Both Bots will identify themselves as "TEAM B." Both Shooters will identify themselves as "TEAM A." Either Bot may fire at either Shooter, and likewise, either Shooter may fire at either Bot. Both Shooters or Bots must be defeated to win.

Two Shooters and two Bots (Human player and Bot are a team): Press the TEAM button on the Shooter and Bot that will fight together until they both identify themselves as TEAM A. Set other Shooter and Bot to TEAM B. The Shooter may fire only at the opposing team Bot. The Bot may fire only at the opposing team Shooter. The first team to destroy the opposing team's Shooter or Bot wins.

AUTOMATIC SHUT OFF

The Bot turns off automatically after three minutes of non-use.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game.

DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200
Pawtucket, RI 02862 USA

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862 USA

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the

above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary, from state to state. For more information about Hasbro Inc., our products and special promotions, please visit our web site at: www.hasbro.com

FCC NOTICE

This device complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential

installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CONSUMER INFORMATION

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

CLASS 1 LED PRODUCT